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Automated Software Engineering, 1998. Proceedings. 13th IEEE International Conference on, 13-16 Oct. 1998

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Software Engineering, IEEE Transactions on, Volume: 24, Issue: 12, Dec. 1 Pages:1072 - 1088

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Principles of Software Evolution, 2000. Proceedings. International Symposium on, 1-2 Nov 2000

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**5 Evolution support by homogeneously documenting patterns, aspect traces**

*Sametinger, J.; Riebisch, M.;*

Software Maintenance and Reengineering, 2002. Proceedings. Sixth European Conference on , 11-13 March 2002

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**6 Proceedings. SCCC'99 XIX International Conference of the Chilean Computer Science Society**

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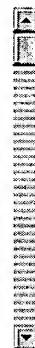
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### 1 Using design patterns to develop reusable object-oriented communication software

Douglas C. Schmidt

October 1995 **Communications of the ACM**, Volume 38 Issue 10
 Full text available: [pdf\(261.30 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


Despite dramatic increases in network and host performance, it remains difficult to design, implement, and reuse communication software for complex distributed systems. Examples of these systems include global personal communication systems, network management platforms, enterprise medical imaging systems, and real-time market data monitoring and analysis systems. In addition, it is often hard to directly reuse existing algorithms, detailed designs, interfaces, or implementations in these systems ...

### 2 HydroJ: object-oriented pattern matching for evolvable distributed systems

Keunwoo Lee, Anthony LaMarca, Craig Chambers

October 2003 **ACM SIGPLAN Notices, Proceedings of the 18th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**, Volume 38 Issue 11
 Full text available: [pdf\(311.06 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


In an evolving software system, components must be able to change independently while remaining compatible with their peers. One obstacle to independent evolution is the *brittle parameter problem*: the ability of two components to communicate can depend on a number of *inessential* details of the types, structure, and/or contents of the values communicated. If these details change, then the components can no longer communicate, even if the *essential* parts of the message remain ...

**Keywords:** HydroJ, XML, distributed systems, dynamic dispatch, object-oriented programming, pattern matching, semi-structured data, software evolution, ubiquitous computing

### 3 On type systems for object-oriented database programming languages

Yuri Leontiev, M. Tamer Özsu, Duane Szafron

December 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 4
 Full text available: [pdf\(346.87 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)
